

Captains' Area

Welcome to the Intramural Sports Program and the Office of Campus Recreation here at the Florida Gulf Coast University. The mission of the Office of Campus Recreation is to provide appropriate recreational programs and services to the University's students, faculty, and staff for the purpose of promoting growth and development, positive interpersonal relationships, and healthy lifestyles.

This manual is to serve as an informative and procedural guide for all participants. Team Captains are expected to become familiar with this manual and abide by the parameters that are set up in the manual. All participants will fall under the guidelines of this manual and must take the responsibility for understanding the guidelines. Anyone with questions about the policies in this manual should contact the Intramural Sports Coordinator.

The Intramural Sports Program holds the right to change any of its rules of play at any time during the season. If this occurs, all captains and/or participants will be notified. Florida Gulf Coast University follows all the rules listed in the NIRSA flag football rule book.

Important Phone Numbers/Websites

Campus Recreation Main Line	239-590-7935
Intramural Coordinator	239-590-7938
Campus Recreation Fax	239-590-7860
Campus Recreation/Intramurals	http://www.fgcu.edu/CampusRec
NIRSA	http://www.nirsa.org/

Participation

Qualifications/Eligibility

All students, faculty, and staff who participate in Intramural Sport activities must be knowledgeable of the eligibility rules that govern their specific activity. Each individual has the right to expect a fair and equal opportunity to participate, while at the same time maintaining a high level of sportsmanship and respect for opponents, teammates, and members of the Intramural Sports staff.

It is the responsibility of each team manager/captain to understand these eligibility rules and communicate that knowledge to other teammates. Team managers/captains must check the

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eligibility of each player on the team and make clear to the team the penalties for using ineligible players.

- A. Florida Gulf Coast University students, faculty, and staff are eligible to participate in Intramural Sports activities.
- B. Edison students must pay a \$45 Intramural fee and the student must present a valid Edison ID.
- C. Alumni are eligible to participate. Alumni Association Members must pay a \$35 Alumni Fee. Former FGCU students who are not Alumni Association Members must pay a \$40 fee.
- D. Varsity athletes and professional athletes (as defined below) must follow the participation stipulations as indicated below.
 1. Varsity athletes are defined as those participating in organized practice or games at the varsity level and/or individuals that have been awarded an athletic scholarship but are not eligible for participation in games and/or practices. If any player has a question about his/her eligibility, the team manager and student involved should contact the Intramural Sports Director to ensure compliance with the eligibility guidelines.
 2. Professional athletes may not participate in their sport or a related sport until two full years have lapsed since they permanently terminated their active participation at the professional level. After two years, ex-professional athletes may participate.

Team Rosters

- A. Each game's score sheet will serve as a team's roster and all players' full names must appear on the score sheet.
 1. Captains may add as many players as needed to fill the allotted roster spots, within the first two weeks of the season, but may not exceed unless approved by Intramural Coordinator. Players must have played two regular season game with said team to be eligible for that team's playoff roster.
- B. Players may participate on only one team in a specific sport (Exception: participants may play on two teams if one is a Co-Ed team).
 1. The first team score sheet/roster that a participant's name appears on is the only team for which that participant may compete. Signing in for another team will result in a forfeit for that team.
- C. The Intramural Sports staff will determine eligibility in borderline cases. It is advisable to consult the appropriate Intramural Sports staff member before participation if questions arise.

Penalty

Any team using a person who is ineligible shall lose all contests in which the person plays if the violation is detected (through protest or by officials) before playoffs begins. If detected during playoffs, the team shall lose the game in which the player is detected. The game will be awarded to the opposing team and that team will automatically advance. In addition, managers/captains allowing violations of any of the above eligibility guidelines may themselves, be suspended from participation in any capacity at the discretion of the Intramural Sports Coordinator. Each case will be judged on its own merit.

Female Participation

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Women are not allowed to play on men's teams at any level of play. Women may play in open division sports as well as Co-Ed or all Women's teams as authorized by the Intramural Sports Coordinator.

Captains' Meetings

Prior to the beginning of each activity/event, a Captain's Meeting will be held. These meetings are used to disseminate information to the team captains and to answer any questions or concerns held by the participants. These meetings are led by the Intramural Sports Coordinator or other assigned personnel and is conducted in an open forum style. It is the responsibility of each team captain to attend the meeting and obtain the information being given out. Captains will receive a reminder slip at registration with time and location of the meeting.

Scheduling

Rainouts typically will NOT be made up due to a limited amount of time and space to complete the season.

Games will NOT be rescheduled if teams are unable to play due to other University functions including class, formals, trips, or other student organization events.

The Coordinator of Intramural Sports may rule to reschedule games in extremely unusual cases where time and space permit. **Please plan ahead!**

Injuries/Liability

All participants must sign a waiver prior to competing or participating in any and all intramural events and sports. Participation in the Intramural Sports Program at FGCU is a purely voluntary activity, and individuals participate at their **OWN RISK**. Participants should be aware of the possibilities for bodily, mental, emotional injuries including death and should understand that they are responsible for any and all costs arising out of injury or property damage sustained through participation. Information regarding the student insurance program can be obtained from the Student Health center (590-7966).

ID Check

In order to ensure that only eligible people participate in intramural activities, all participants must bring their Florida Gulf Coast University ID to every game.

Once a player's name appears on the team roster, only players with an FGCU ID will be permitted to play. NO driver's licenses or any or other ID will be accepted. **NO ID, NO PLAY, NO EXCEPTION.**

The Intramural staff retains the right to inspect ID's at any time.

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Captains

Each team entering an intramural activity must have a captain. The captain is the official liaison between the team and the Office of Campus Recreation. The captain is also the person to whom communication/correspondence will be directed. The captain must be listed as a member of the team on the roster and list two forms of contact (cell phone number and email address preferred). Specific responsibilities of the captain include:

- A. Attending (or sending another team member) to any scheduled captain's meeting.
- B. Notify team members of rules, playing schedules and changes, and eligibility policies and ensuring that the team is in compliance.
- C. Representing the team in the case of protests.
- D. Serving as a leader at contests by communicating with officials and supervisors and promoting fair play by helping to create a positive atmosphere.
- E. Encouraging their team's players to act to prevent their fans from abusing the officials and to help the officials control the fans so that the game is not disrupted. If the fans get out of control, the officials will issue team captains a warning. If the captain does not gain control of the crowd, a penalty will be assessed on that team.
- F. Promote good sportsmanship and fair play.
- G. Inform all members of his/her team the proper process if ejected from an intramural event or game.

Forfeits and Defaults

One of the real frustrations, for participants and administrators alike, is when the pleasure of participation can't be realized because of a forfeit. Team managers are responsible for providing enough players for each game so that forfeits do not occur. A team that forfeits twice during the regular season will be dropped from the league. **All intramural sports will follow the "GAME TIME IS FORFEIT TIME" rule. This rule states that if a team does not have the minimum number of starting players within the visual confines of the playing surface by game time, they will forfeit that match.**

Each team will be allowed to use two (2) advanced defaults during the regular season. An advanced default occurs when the captain of a team contacts the Intramural Sports Coordinator at least 24 hours prior to their scheduled game and indicates that they will not be able to play. This allows the Intramural Sports Coordinator to contact the opposing team captain and the staff to inform them the game will not take place. Teams that call to default within 24 hours are subject to receiving a forfeit as time is limited to contact the opponents and staff. If a team uses both of its advanced defaults, it will be given a forfeit.

Conduct

It is important that the Department of Campus Recreation provide an atmosphere that is conducive to fair play and good sportsmanship. The department realizes that the intramural contests are very important to the intramural participants, but the importance should not be so great that good sportsmanship is overlooked. The intramural playing fields/courts are not venues for verbal and/or physical abuse for the intramural participants or spectators. To insure that fair

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play and good sportsmanship prevail, intramural employees (game officials, supervisors, and administrative staff) reserve the right to warn, penalize, and eject players, teams, or spectators for conduct deemed unsportsmanlike.

Participants and spectators who choose to follow unsportsmanlike behavior/practices before, during, or after the contest directed toward officials, other participants, or spectators are subject to ejection from the intramural facility. **Intramural game officials, supervisors, and administrative staff may issue an ejection with or without warning if participant's actions are considered to be unsportsmanlike, deliberate, and creates an unsafe playing environment.** Examples of unsportsmanlike actions include, but are not limited to, profanity, vulgar or abusive language or actions, unnecessary roughness, two (2) technical fouls, taunting and/or baiting, flagrant actions toward an opponent, game official, or spectator, and fighting or inciting a fight. Please note that the table below is an example of possible suspensions.

All participants that are ejected from an intramural event will be immediately suspended from all intramural contests until reinstated by the Intramural Sports Coordinator. To be reinstated, the ejected participant must complete the reinstatement process. This process includes both a written petition for reinstatement as well as a scheduled meeting with the Intramural Sports Coordinator. All games in which suspended players participate will be considered forfeits by that team. These forfeits will count toward the team's "two forfeit" limit.

Rule Changes

The Department of Campus Recreation reserves the right to put into effect any rules regarding intramural sports that it deems necessary. An attempt will be made to notify all participants and teams of such changes in a timely fashion.

Protests/Appeals

Protests

It is the goal of all Intramural Sports employees to provide a fair environment in which to play. Game officials strive to ref games and interpret the game rules correctly during each play of each game. If you, as a captain, feel that there has been an error in interpretation of the game rules or the policies listed in this manual, please follow the steps listed below.

A. Rule Interpretations

1. **No protest will be considered which concerns the judgment of an official.**
2. To be valid, a protest of a rule interpretation must be verbally registered with an official at the time the incident occurs. The game and clock will then be stopped. The officials and team captains shall separate themselves from the other participants and determine the correct ruling.
3. If either captain believes the ruling to be in error, s/he may request that the officials consult with the sport supervisor on duty. The supervisor will make a decision and the game will continue.
4. If either captain believes the supervisor's ruling to be in error, s/he should inform the supervisor that s/he wishes to file a formal protest. Before the game resumes, the

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protesting captain will complete a protest form with the supervisor. The game will continue under protest.

5. The protesting team captain then has until NOON the next day to deliver the protest form to the Intramural Sports director office.
6. The Intramural Sports Director will rule on all written protests. If a rule interpretation protest is ruled valid, every attempt will be made to replay the game from the point at which the protest was lodged. *No protest can be made on a previous play after the game resumes.*

B. Participant Eligibility

1. To exemplify the values of honest sport competition, protests of alleged ineligibility should be made immediately to game officials and supervisors rather than waiting to see the outcome of a game.
 - a. If an eligibility protest is made prior to a game and it can be determined that a player is ineligible to participate, s/he will not be allowed to participate. If the eligibility of the player in question can not be determined, the team in question has the option of using the player. However, if it is determined later that the player was ineligible, the team will forfeit the game.
 - b. If an eligibility protest is made during or immediately after the game, the protesting captain must complete a protest form with the sport supervisor and bring it to the Intramural Sports Director's office by NOON the next day. The Intramural Sports Director will examine the protest and rule on the eligibility of the player in question.

Tobacco/Alcohol/Other Drugs Policy

Tobacco, Alcohol, and Other Drug usage in the Intramural Program will not be tolerated. Any person found using tobacco products during Intramural events and programs may be asked to terminate the use of it by the Intramural supervisors or game officials. If asked to terminate tobacco or alcohol use, the player/spectator will do so or be subject to ejection from the game, event, or facility. Any person attending an intramural event or program, either as a player or spectator, will not be allowed to participate if discovered using, in the possession of, or under the influence of alcohol. Any person discovered in this state will be asked to leave the premises. If they do not leave, Campus Police will be contacted and the offending team will forfeit the game or program. Sanctions for usage of alcohol include, but not limited to, indefinite suspension of a player or indefinite suspension of spectator privileges and being referred to appropriate administration.

Sportsmanship

The philosophy of the Intramural program is that good sportsmanship is expected in the conduct of every participant in every contest. A "good sport" is fair, courteous, has a positive attitude, and accepts results gracefully. All individuals and teams participating should comply with the spirit of the game as well as the written rules that govern all competitive situations. In order to encourage proper conduct during contests, members of the Campus Recreation staff will make decisions whether to warn, penalize, or eject persons, teams, or spectators displaying poor sportsmanship. These student employees should be treated with respect. Under no circumstances should these students be threatened or physically abused.

Ejection Policy

Penalties are effective after the meeting with the Intramural Sports Coordinator (i.e. no self-imposed penalties). The minimum suspension for any participant that was ejected will be one game. However, if the ejected player fails to meet with the Intramural Sports Coordinator, he/she will be indefinitely suspended from all Intramural Sports Programs until the meeting occurs. The Intramural Sports Coordinator will determine the length of suspension for each incident that occurs based on information obtained from the officials, supervisors and participant ejected. Please see the chart below.

EJECTION CATEGORY	MINIMUM SUSPENSION (First Offense)	MINIMUM SUSPENSION (Second Offense)
1. Unsportsmanlike Conduct / ID	1 week and 1 game	3 weeks and 3 games
2. Unsportsmanlike Contact (Contact with opponent or threatening an official)	2 weeks and 2 games	6 weeks and 6 games
3. Fighting (Active involvement with opponent or contact with an official**)	3 weeks and 3 games	Semester

****In April 2004 the Florida House and Senate approved a bill which protects sports officials by increasing aggravated assault and battery punishments to the felony level. This legislation protects officials before, during, and after a game.**

Infractions that may result in ejection from intramural competition include the following:

- A. Unsportsmanlike behavior
- B. Verbal Abuse
- C. Unnecessary Physical Contact
- D. Fighting (Striking or attempting to strike)
- E. Threatening Behavior (Verbal) towards an official or supervisor
- F. Threatening Behavior (Physical) towards an official or supervisor
- G. Individual playing under an assumed name
- H. Individual playing illegally on two teams in the same sex division
- I. Individuals playing after the consumption or suspicion of consumption of alcohol/drugs
- J. Damage/Destruction of facilities or equipment

Equipment/Jewelry

Participants may use their own equipment if it is approved by the game officials and/or supervisors. All approvals are based on the policies and game rules for each sport. Please do not ask Intramural Staff members to keep up with your equipment. *(The Intramural Sports staff is not responsible for the damage or loss of any equipment owned by the participants.)*

The Intramural Sports program prohibits the wearing of jewelry for safety reasons. The only pieces of jewelry that will be allowed are medic alert bracelets/necklaces that are taped down with the medical information visible. All other forms of jewelry, bands, and non essential decorative items must be removed prior to participating. *(Please do not ask Intramural Staff members to keep up with your jewelry. The Intramural Staff is not responsible for any pieces of jewelry lost during competition.)*

We also prohibit the wearing of shorts with pockets, no hats, bandanas (nothing with a knot). No boots, flip flaps, no metal cleats, no jeans or wind suits with pockets

Rec-Check

Either the Intramural Office (239-590-7938) or the Fitness Center Front Desk (239-590-7935) can be contacted for up-to-date information in regards to canceled games due to inclement weather, special events, or facility maintenance. Other information such as upcoming entry periods, play periods, and schedules may also be available.

Additional information can be obtained by contacting Campus Recreation at campusrec@fgcu.edu.

(Edited Spring 2009)